



FIG. 1

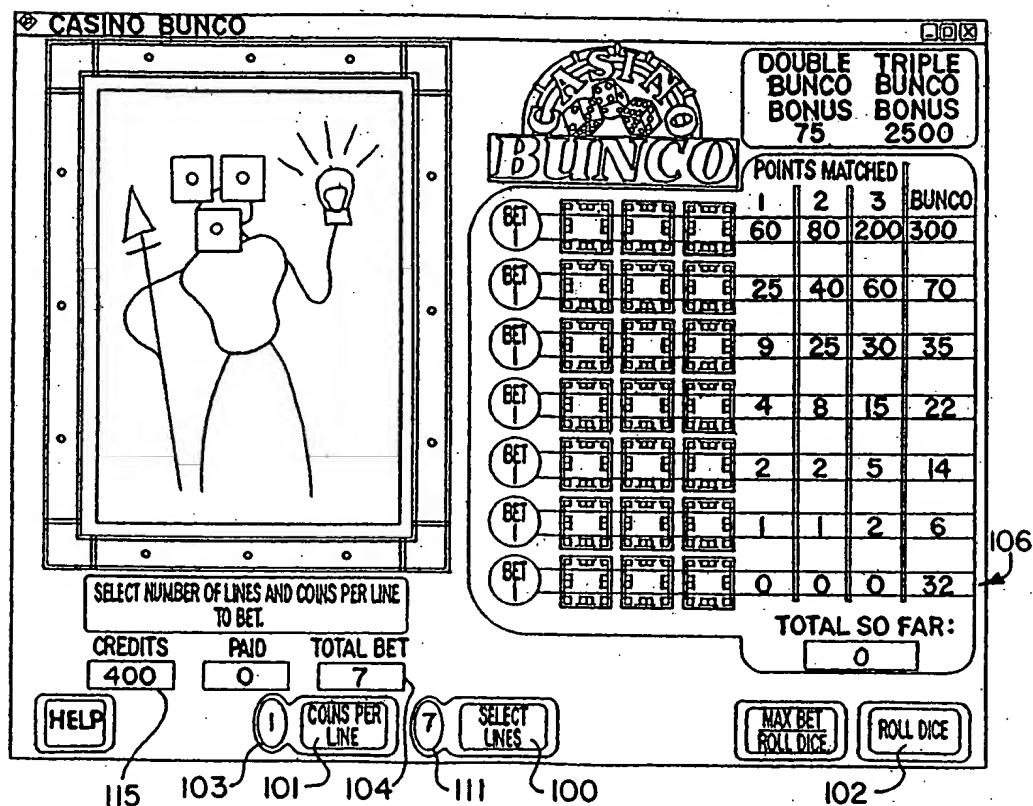


FIG. 2

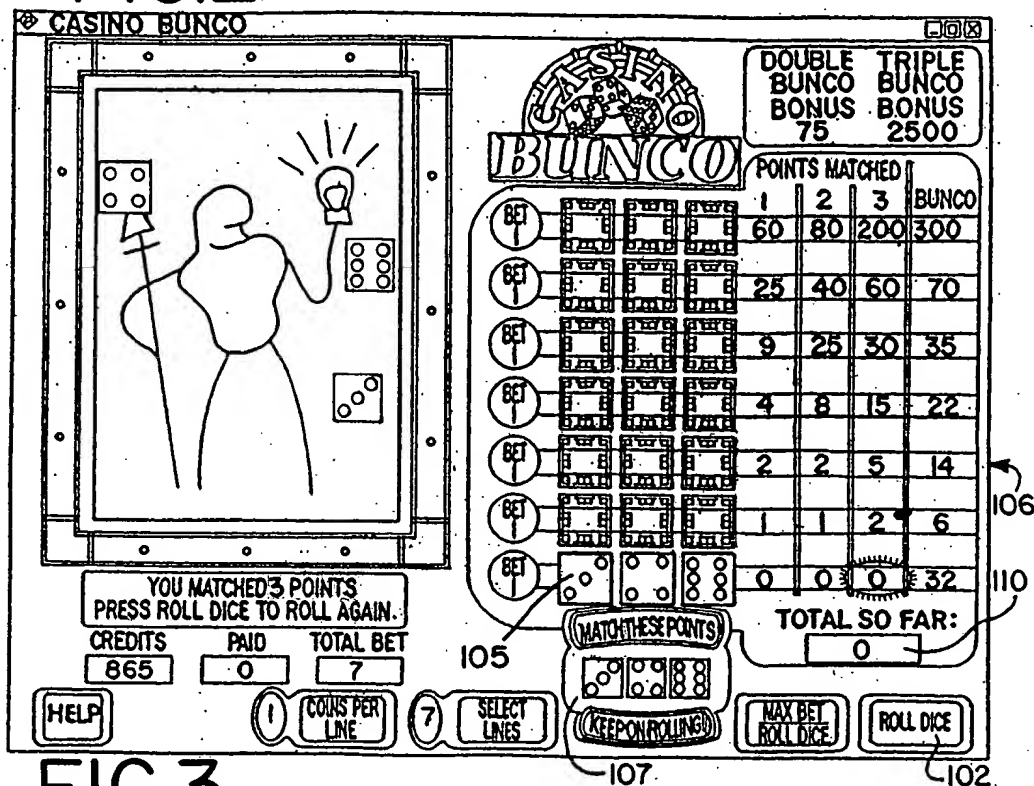


FIG. 3

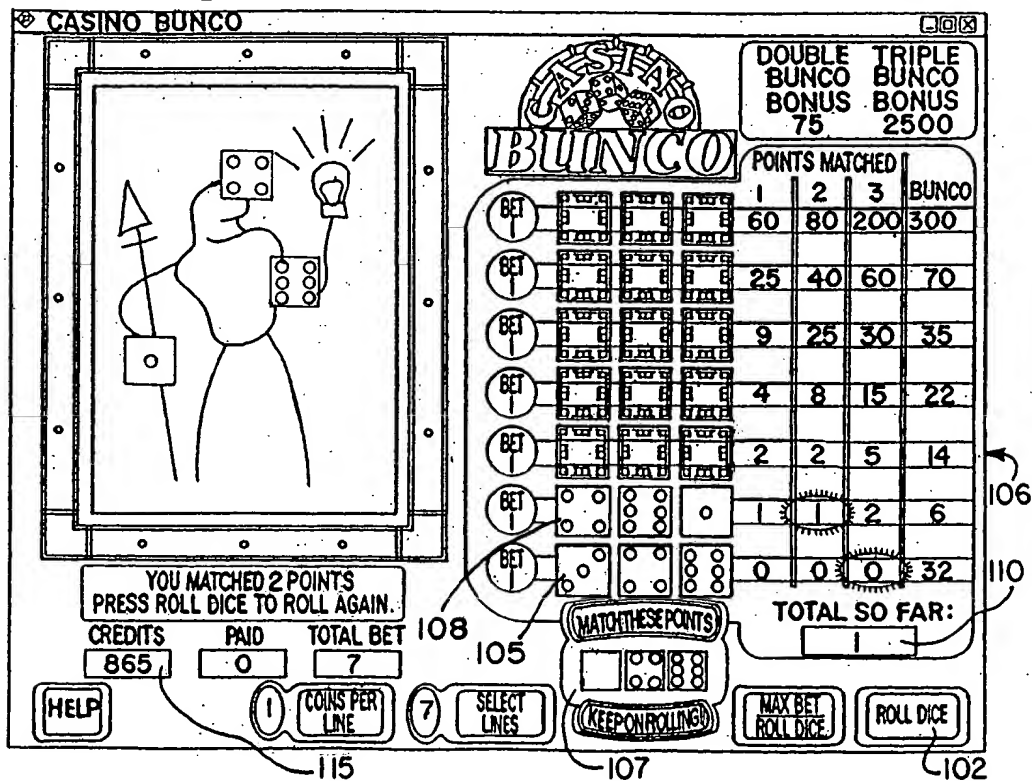




FIG. 4

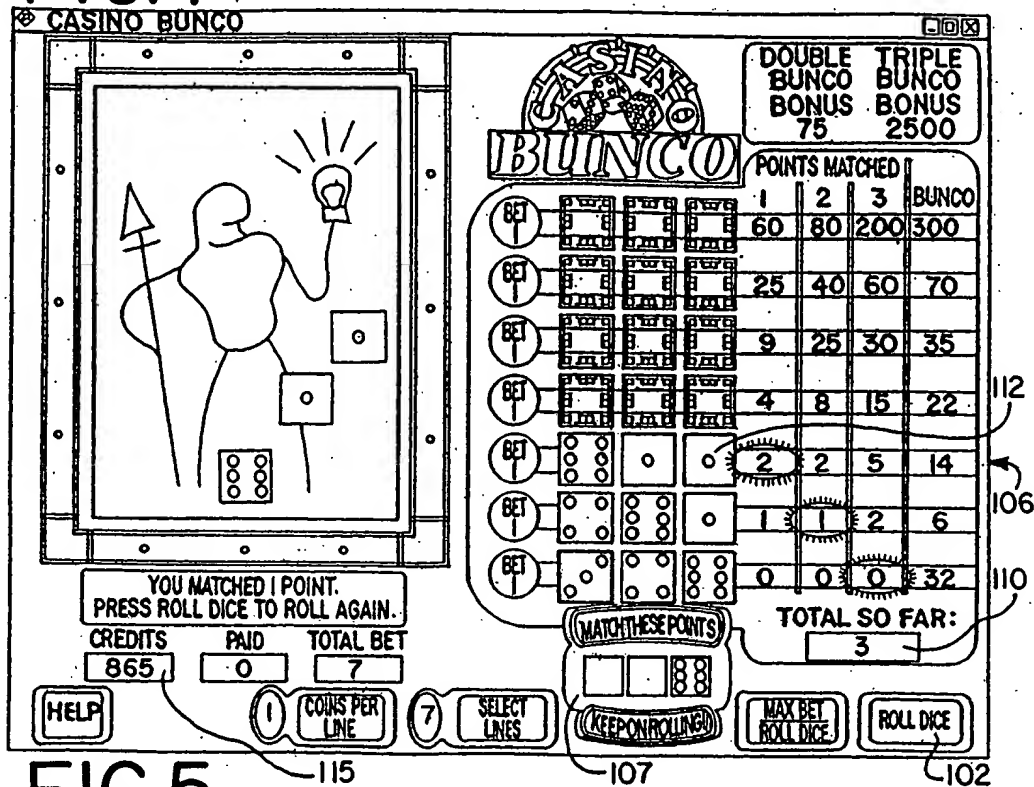


FIG. 5

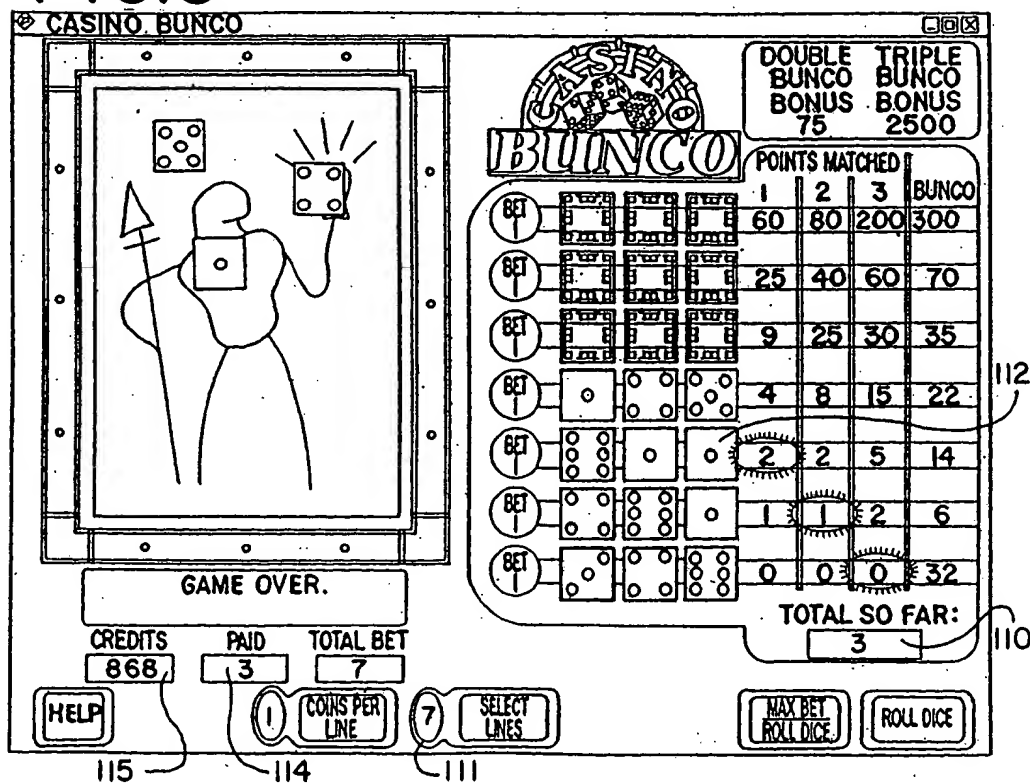
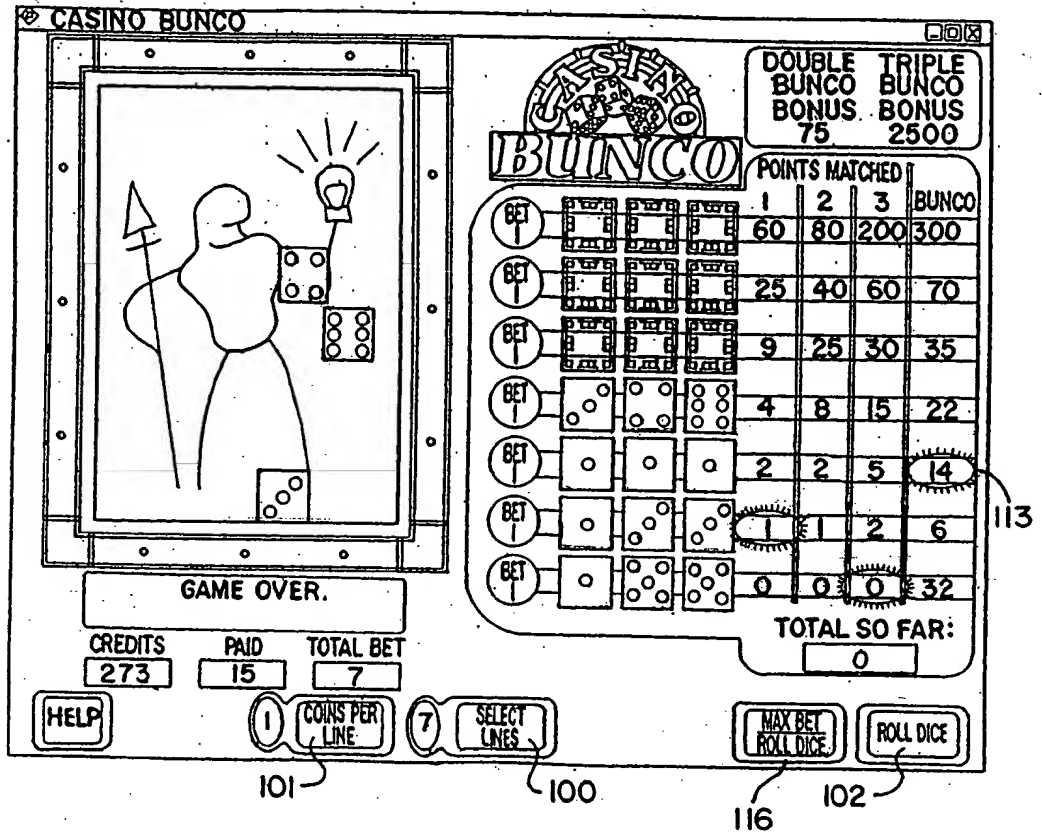




FIG. 6





### GAME START SEQUENCE

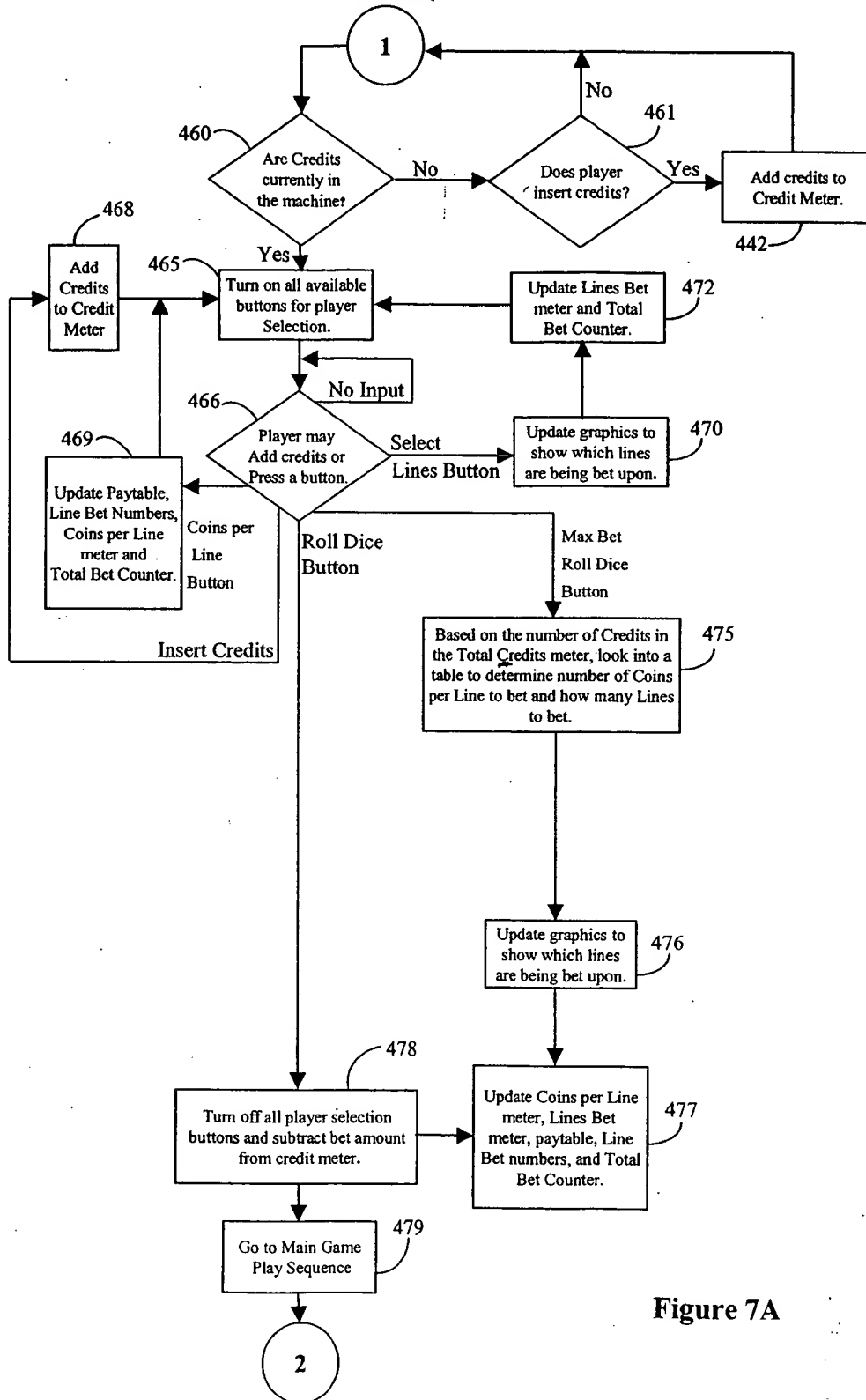
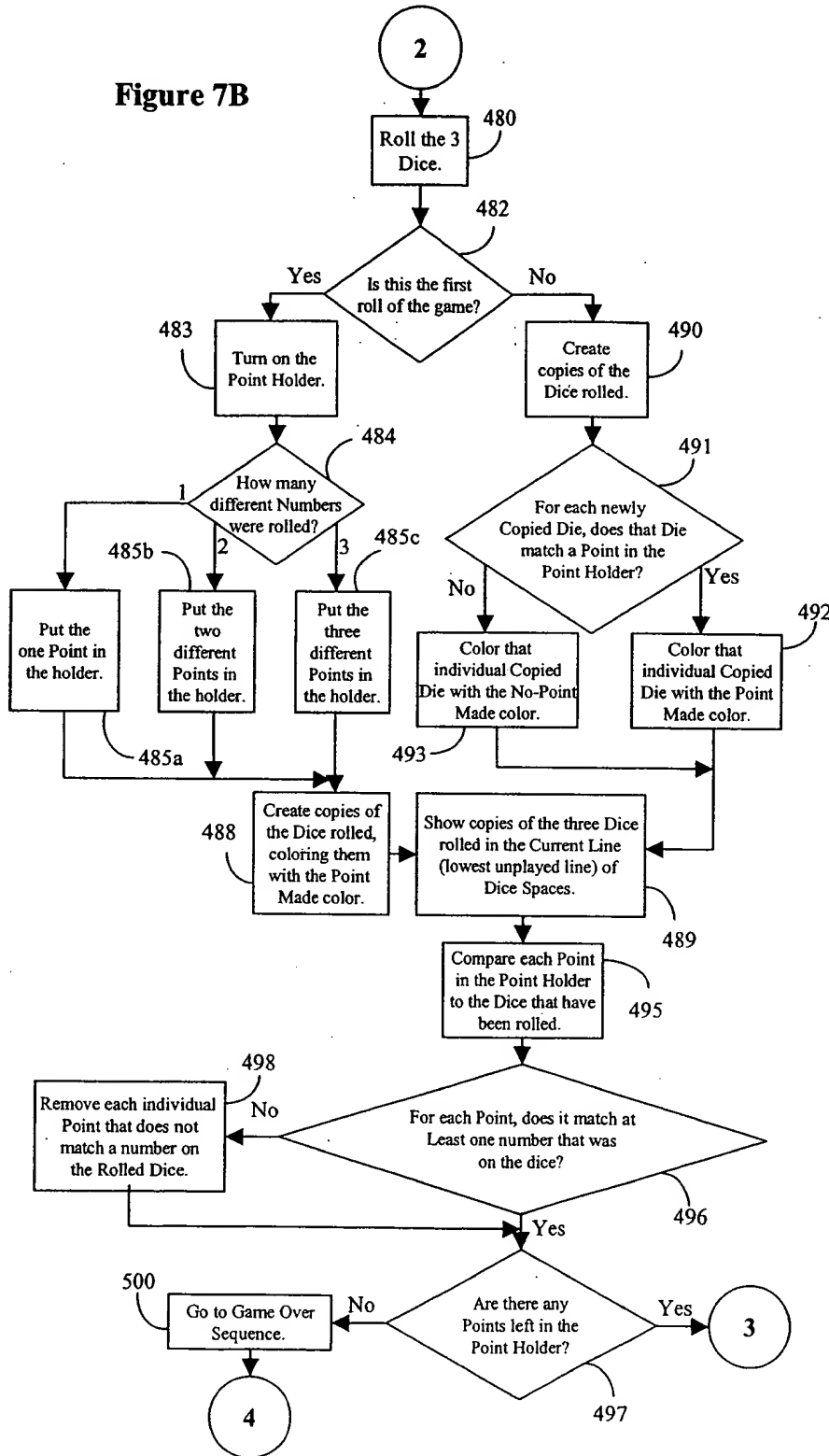


Figure 7A



# MAIN GAME PLAY SEQUENCE

Figure 7B





### MAIN GAME PLAY SEQUENCE (cont.)

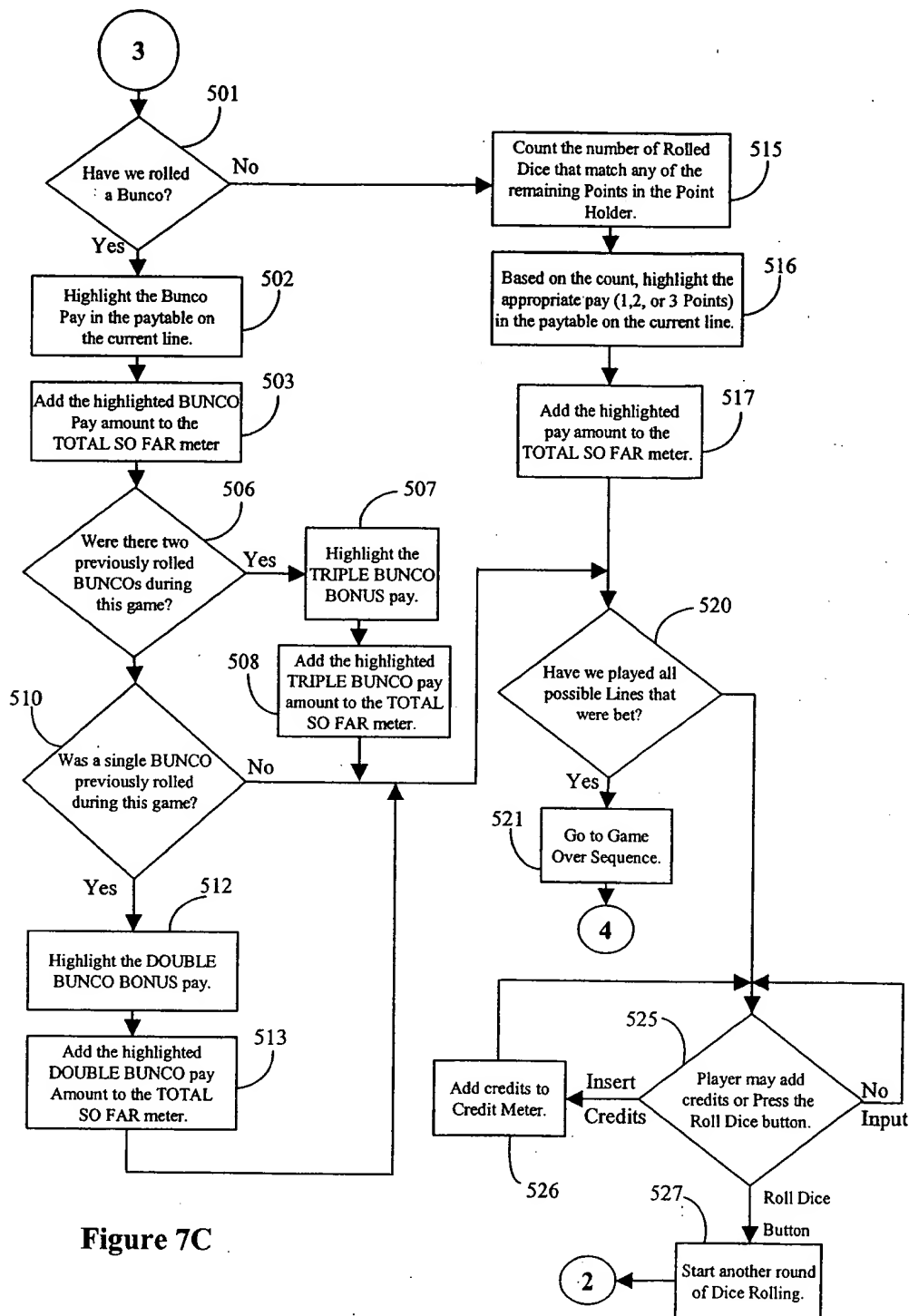


Figure 7C



# GAME OVER SEQUENCE

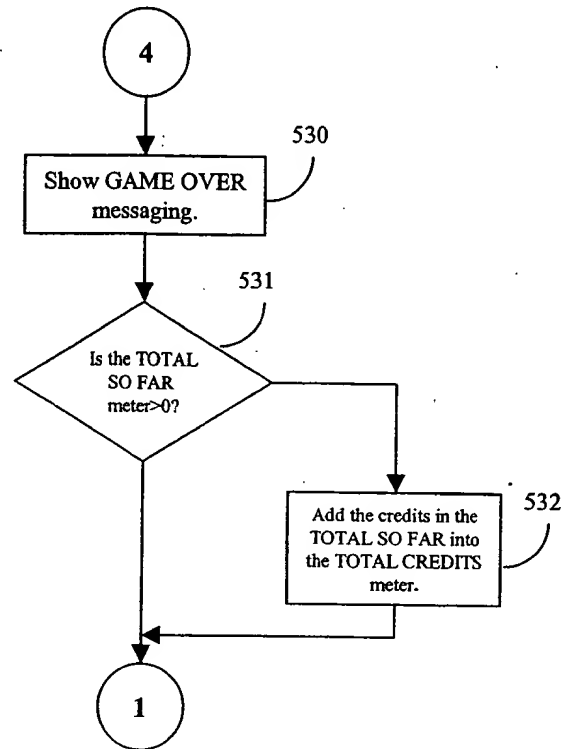
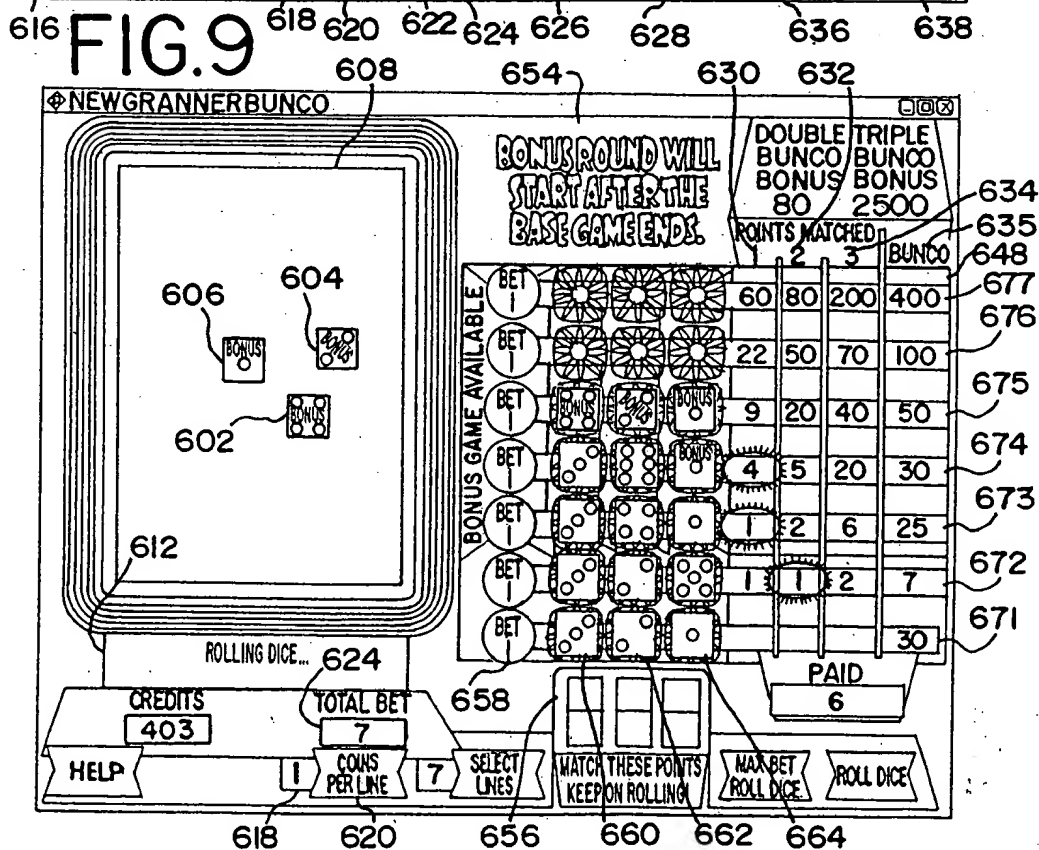
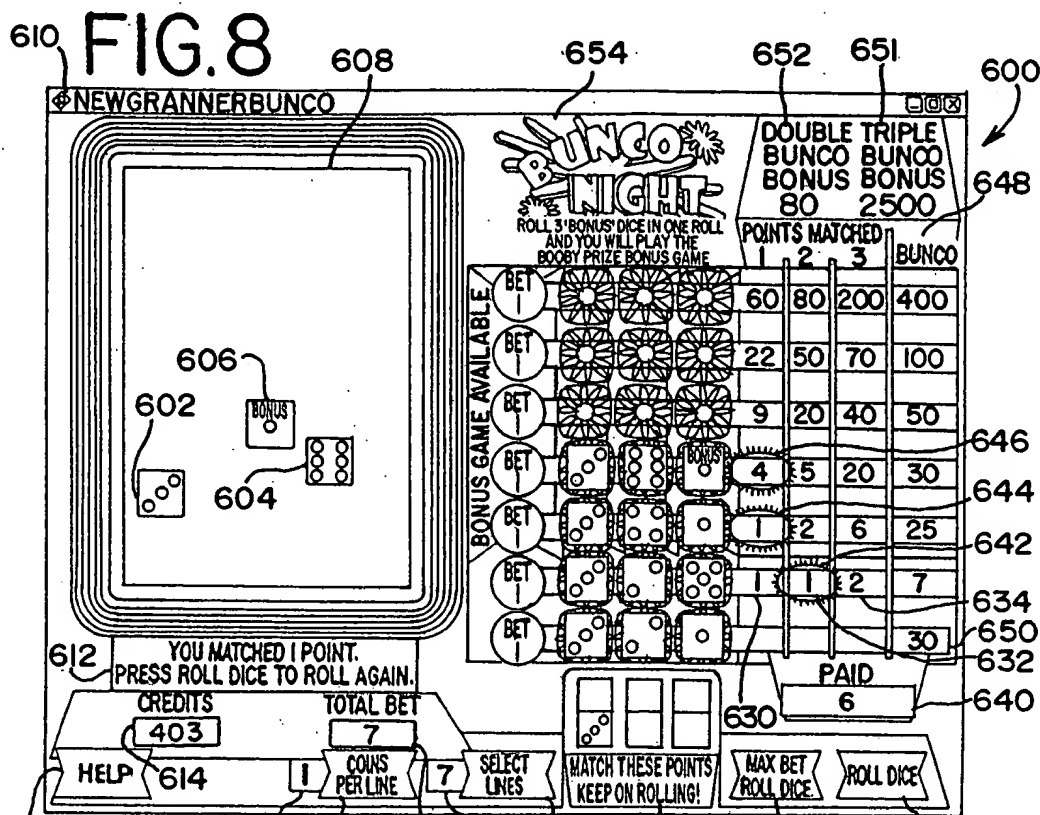


Figure 7D





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FIG.10

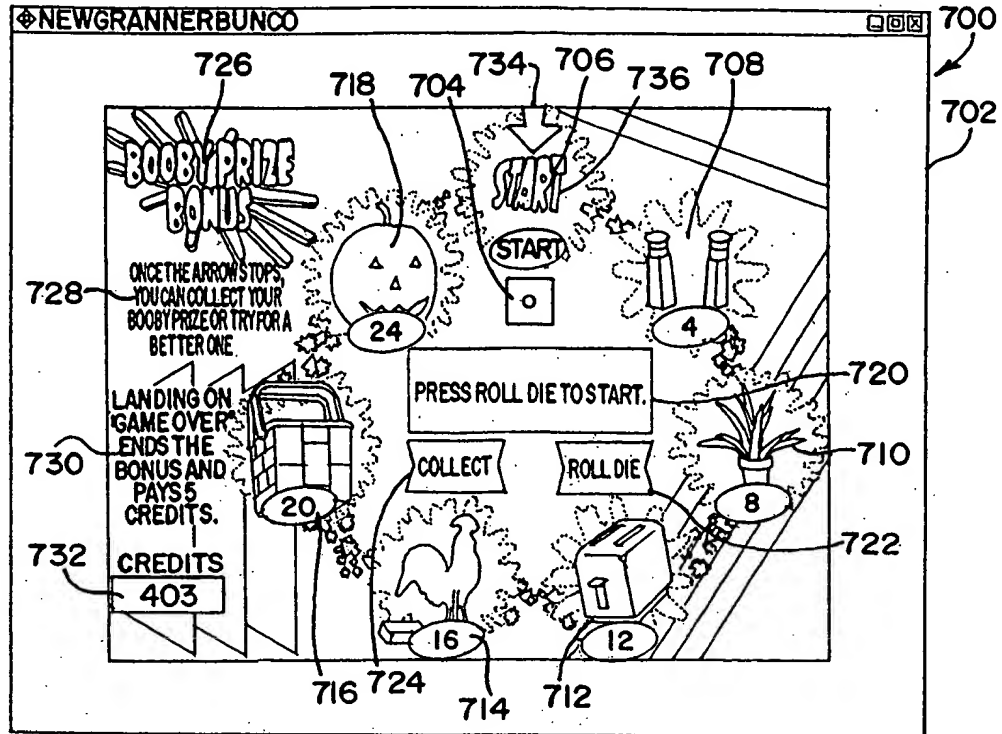
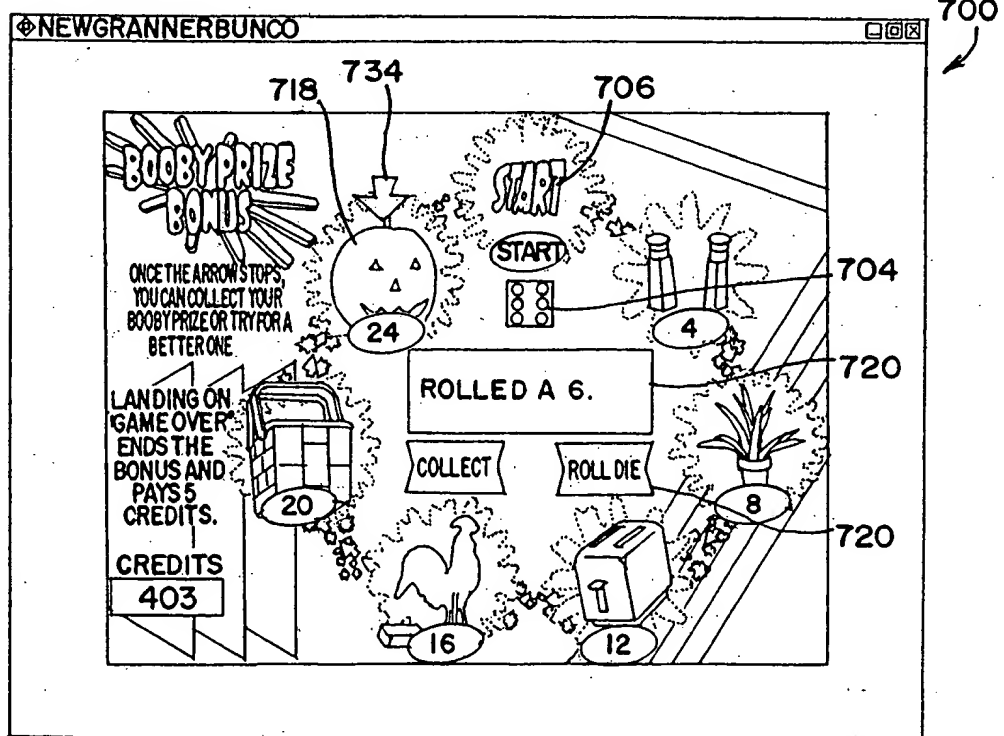


FIG.11



[illegible]



FIG.14

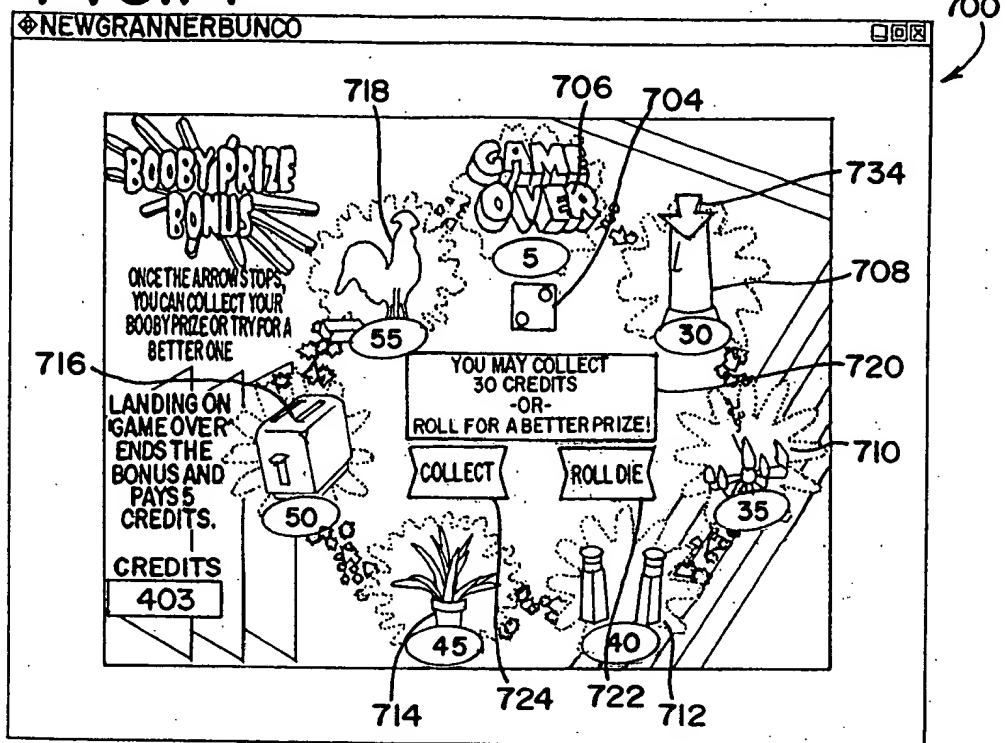


FIG.15

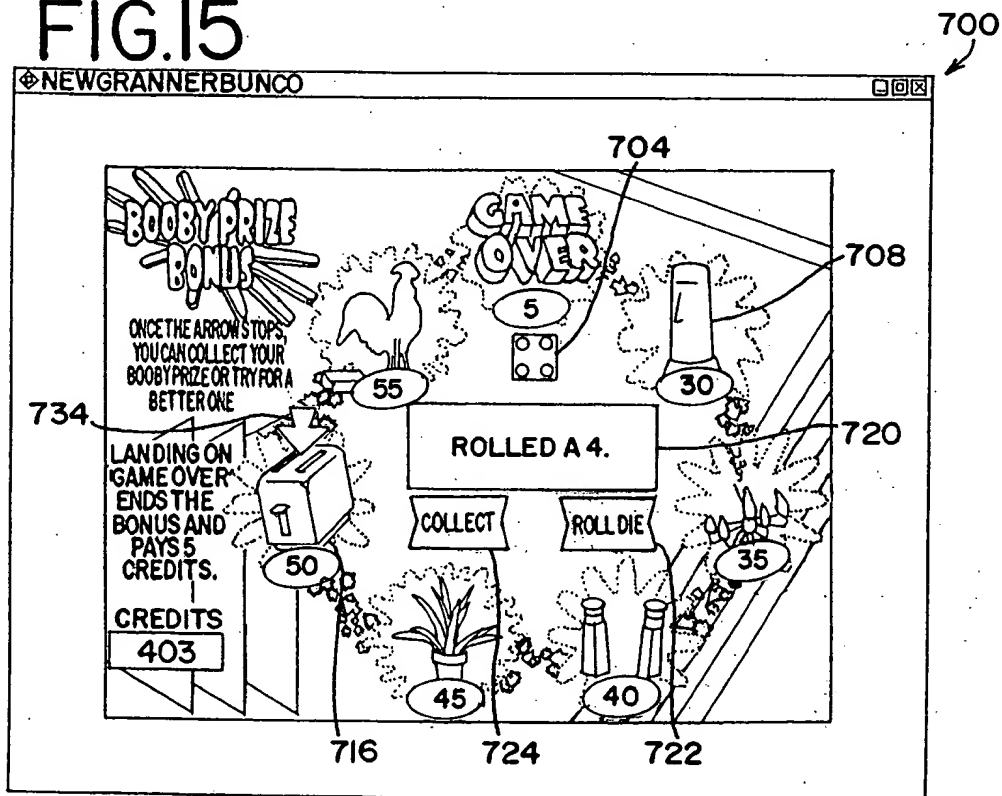


FIG.16

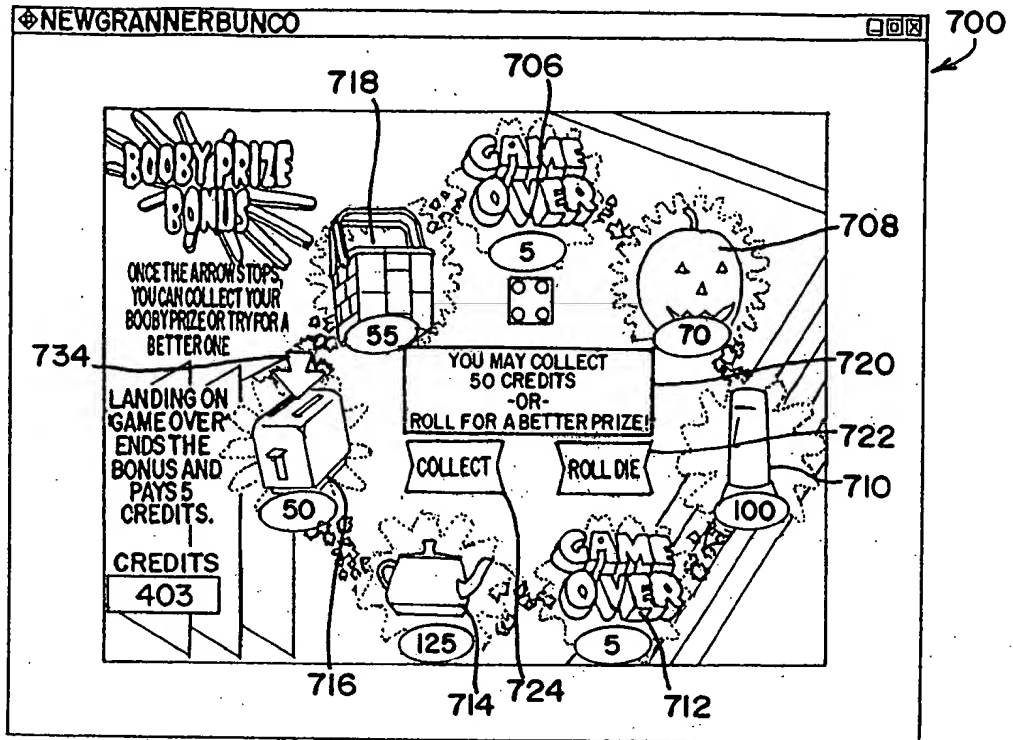
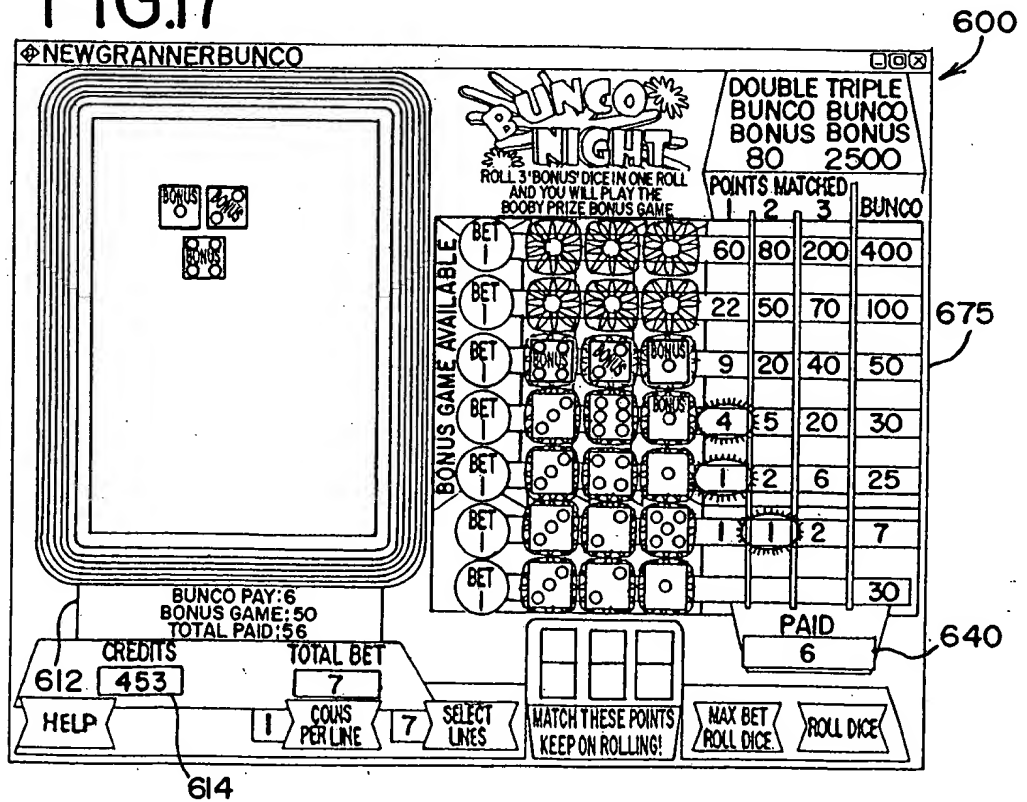


FIG.17





# CASINO BUNCO – Flow Chart page 1

## GAME START SEQUENCE

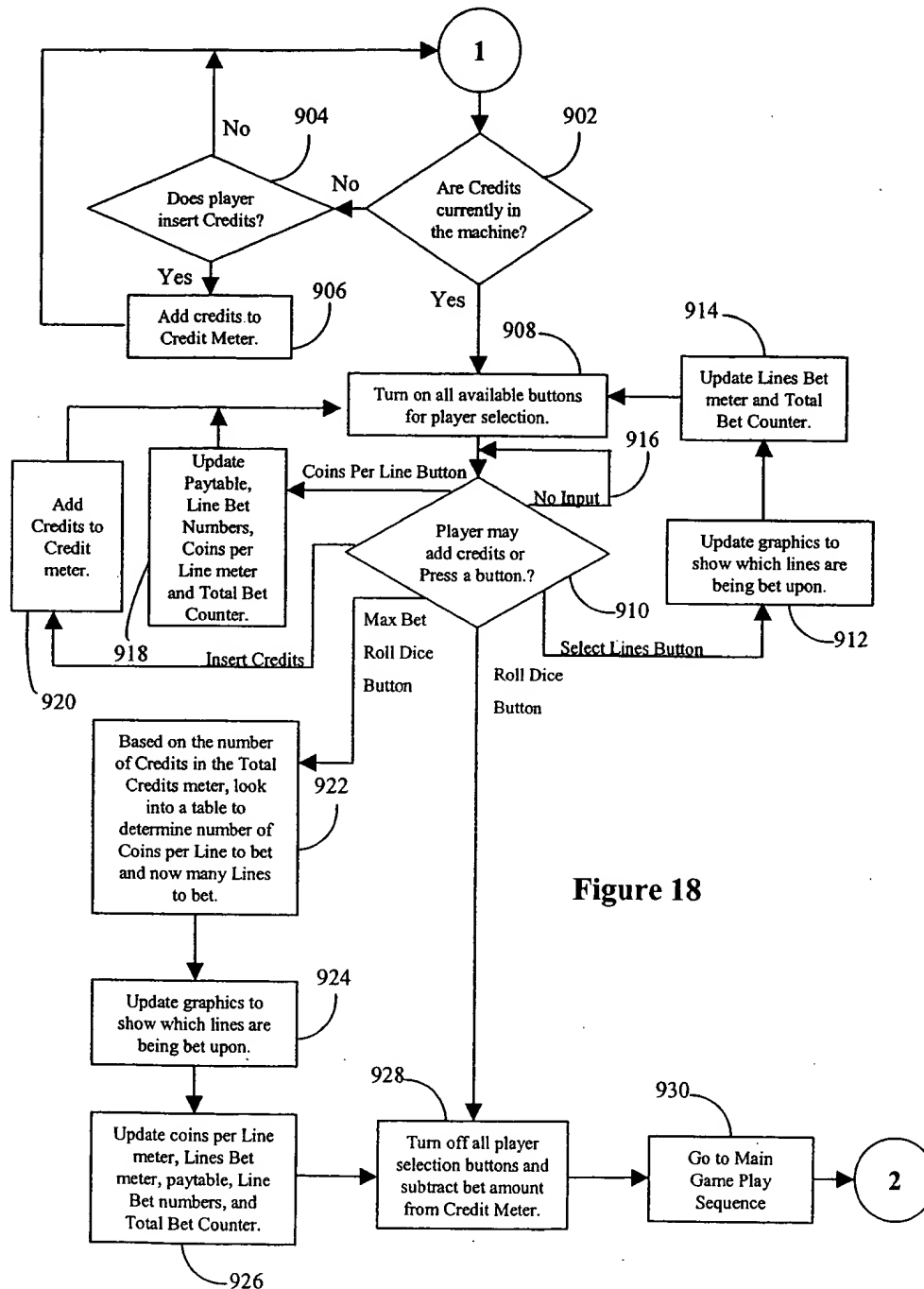
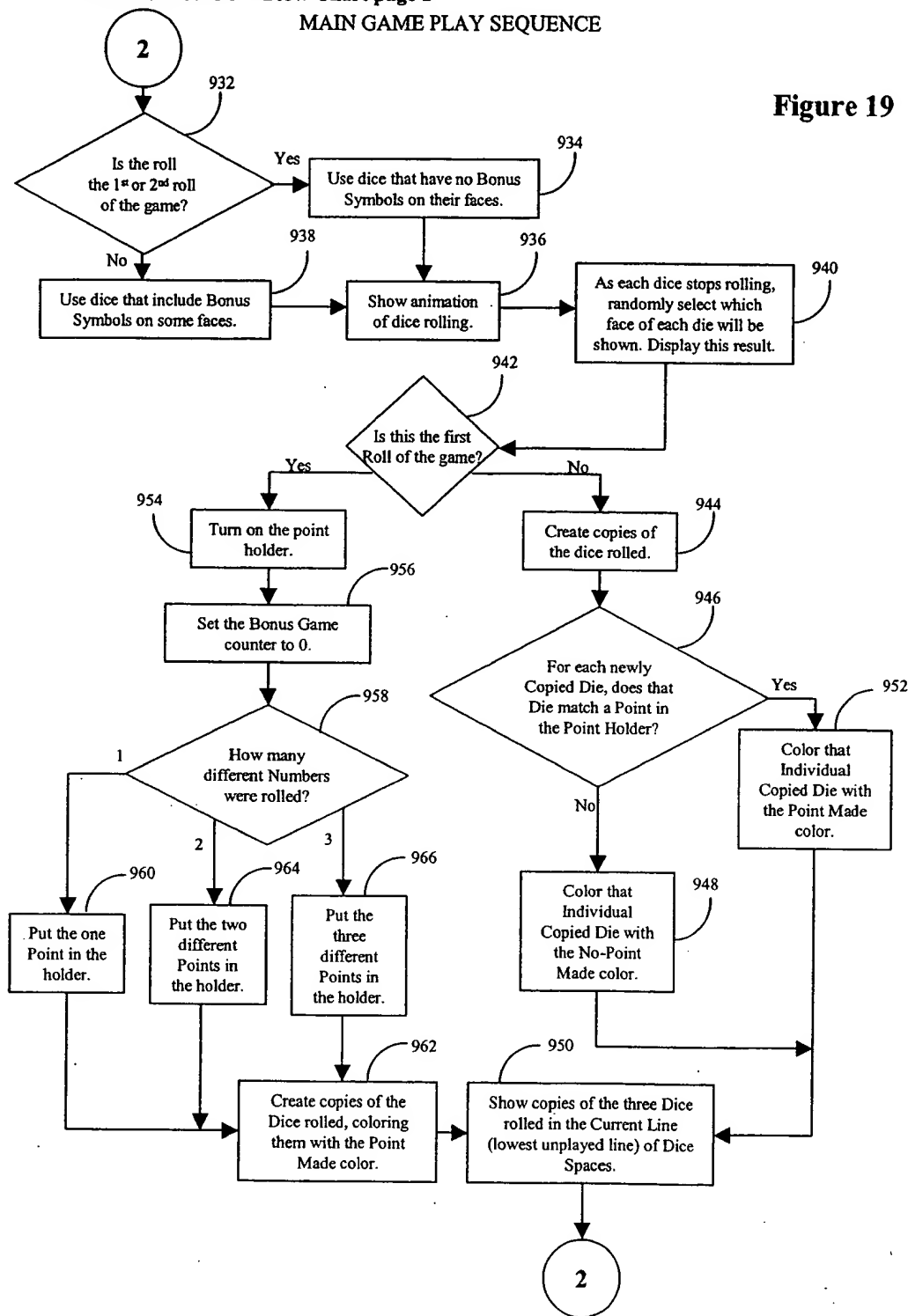


Figure 18

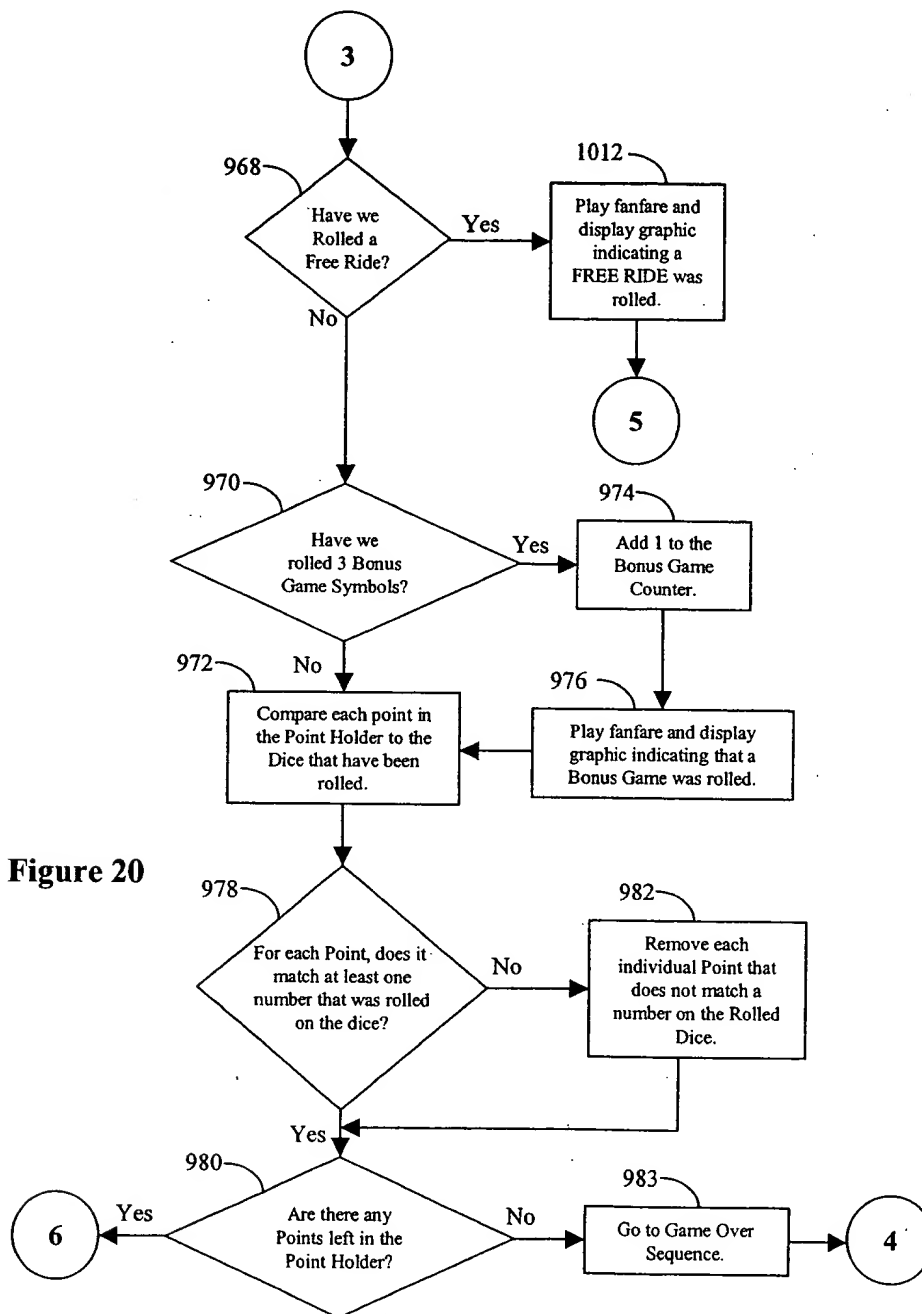
**CASINO BUNCO – Flow Chart page 2**  
**MAIN GAME PLAY SEQUENCE**

**Figure 19**



CASINO BUNCO – Flow Chart page 3

MAIN GAME PLAY SEQUENCE –  
 Determine Dice Roll



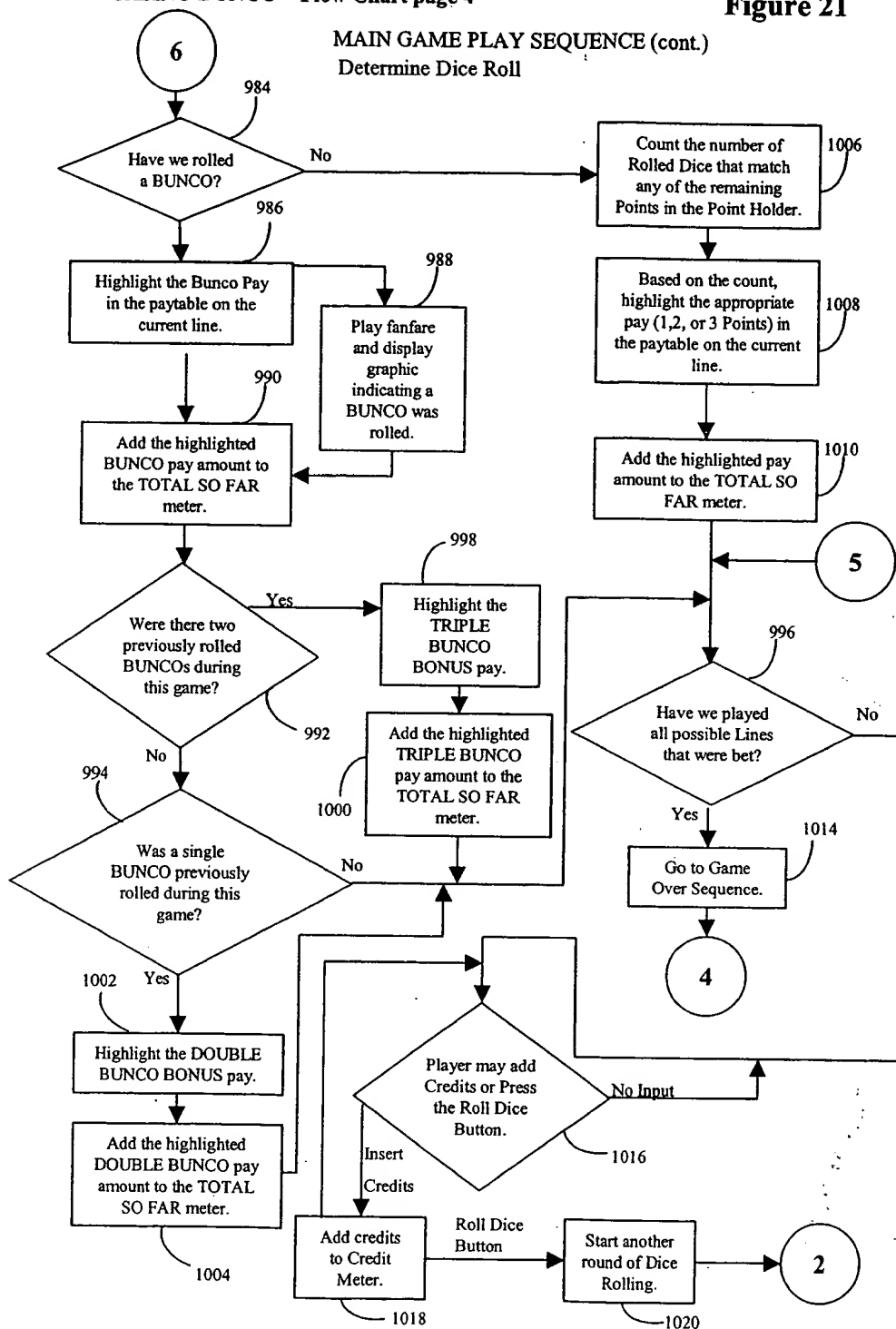




CASINO BUNCO – Flow Chart page 4

Figure 21

MAIN GAME PLAY SEQUENCE (cont.)  
Determine Dice Roll





# CASINO BUNCO – Flow Chart page 5

## GAME OVER SEQUENCE

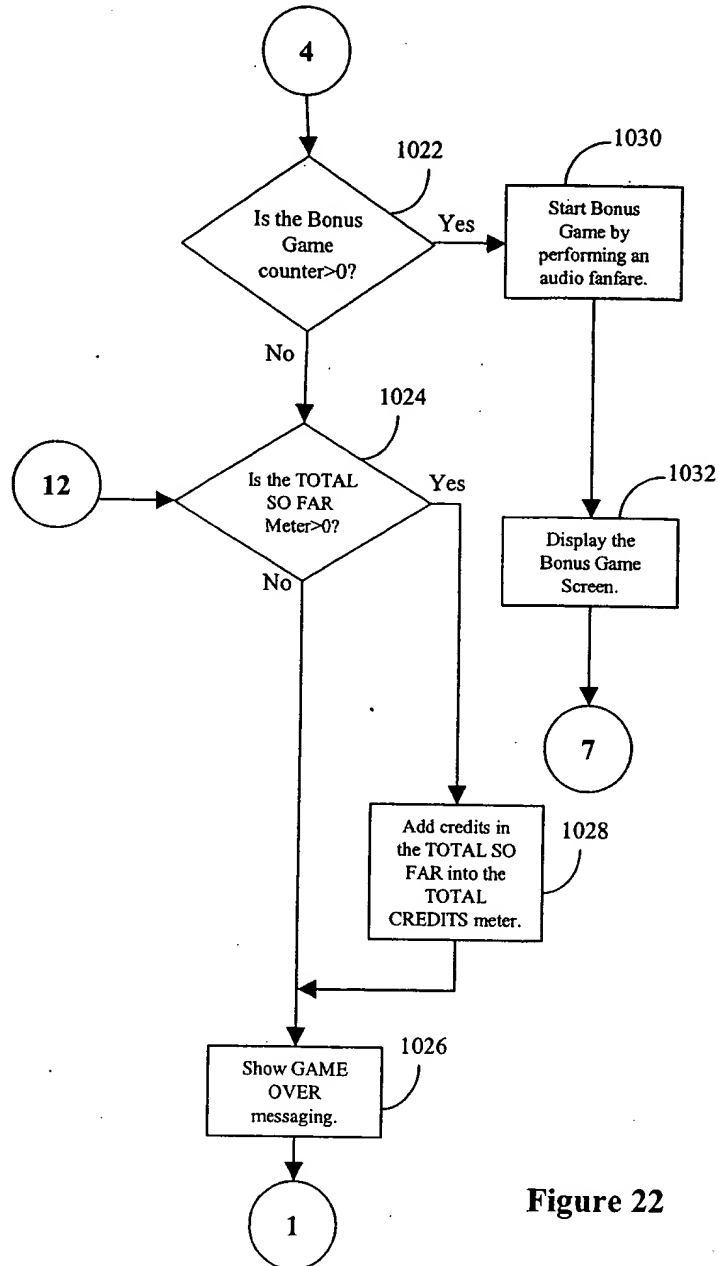


Figure 22



# CASINO BUNCO – Flow Chart page 6

## BONUS GAME SEQUENCE

Figure 23

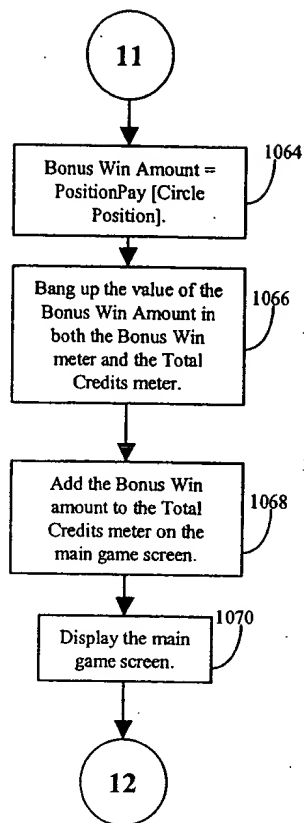
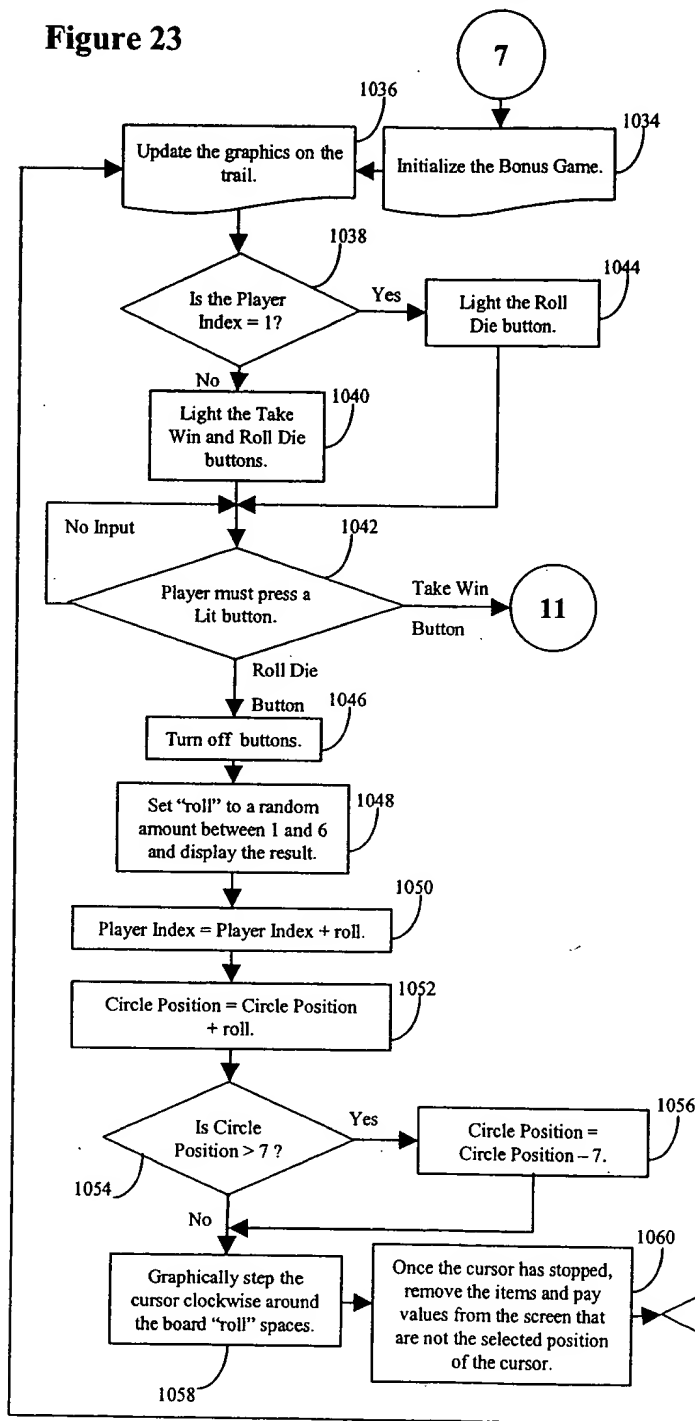
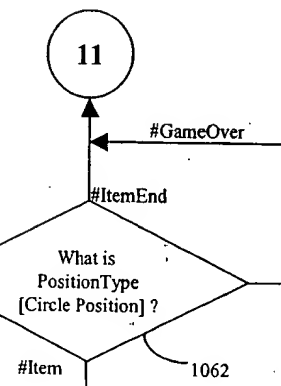


Figure 24





## CASINO BUNCO – Flow Chart page 7

### DETAILED BONUS GAME SEQUENCE—

This is a detailed explanation of what we do to initialize the various elements that are in use during the Bonus Game

The Player Index is a variable that describes where the player is at in the payable and the item type table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear payable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

### Initialize the Bonus Game

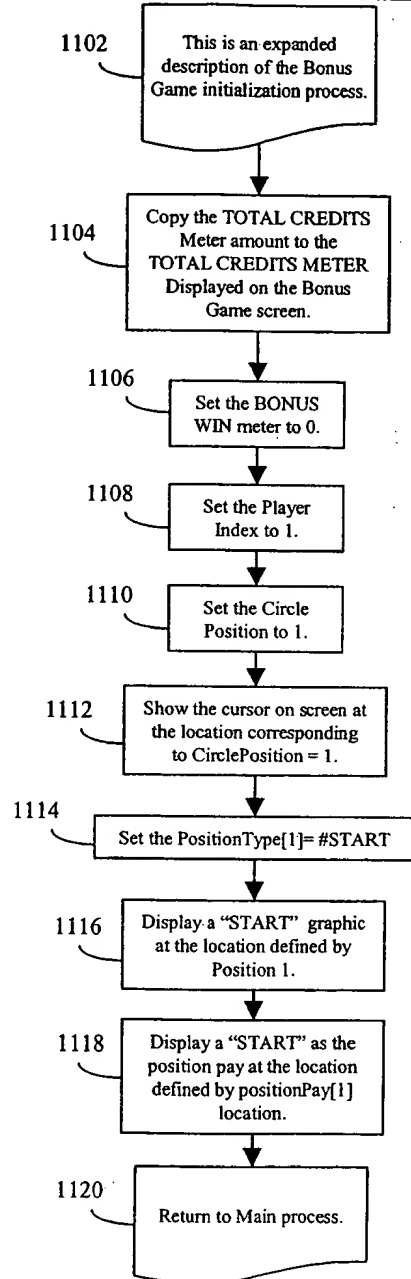


Figure 25



# CASINO BUNCO – Flow Chart page 8

Figure 26

**DETAILED BONUS GAME SEQUENCE –**  
This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

## Update the graphics on the trail

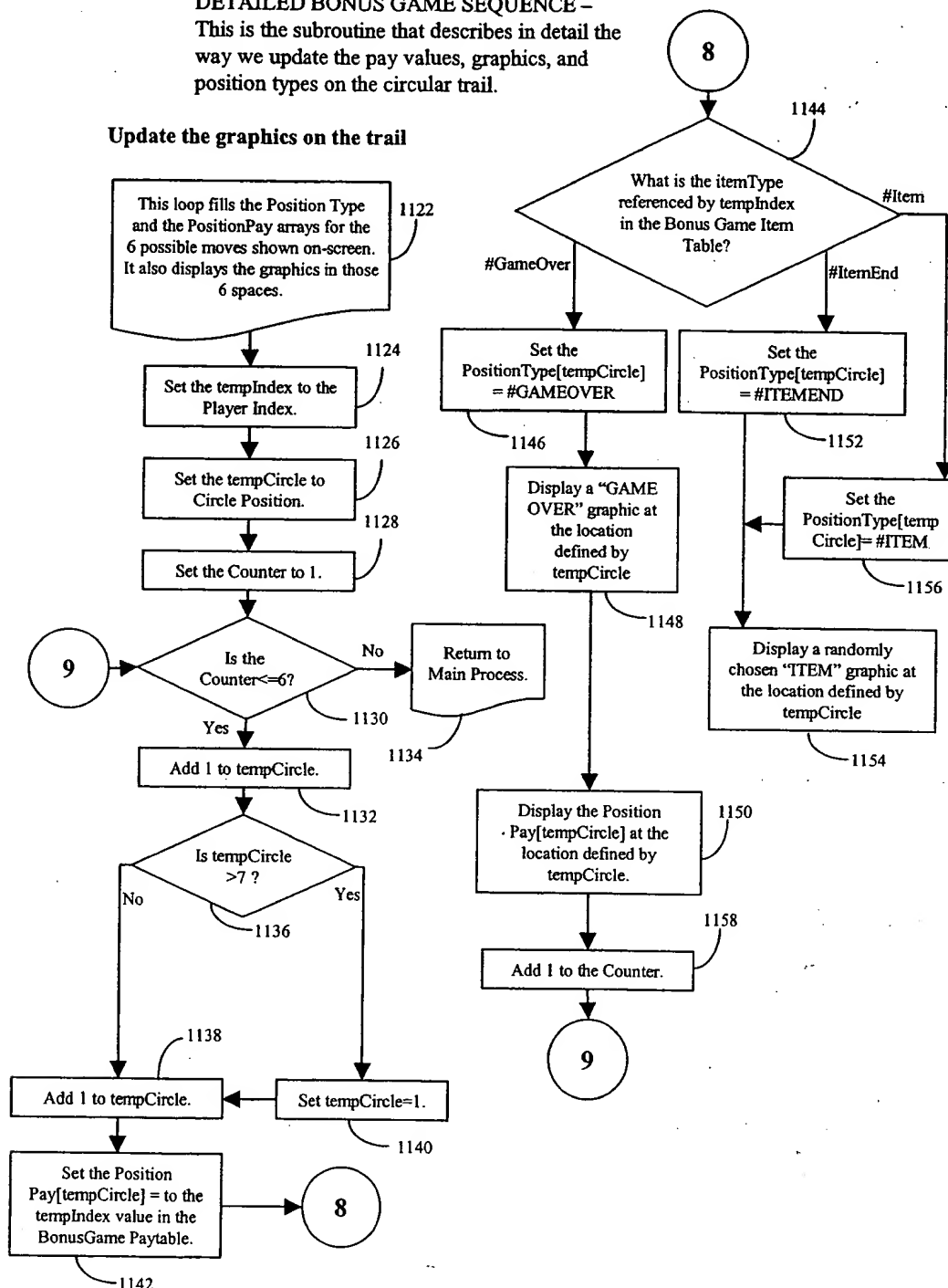
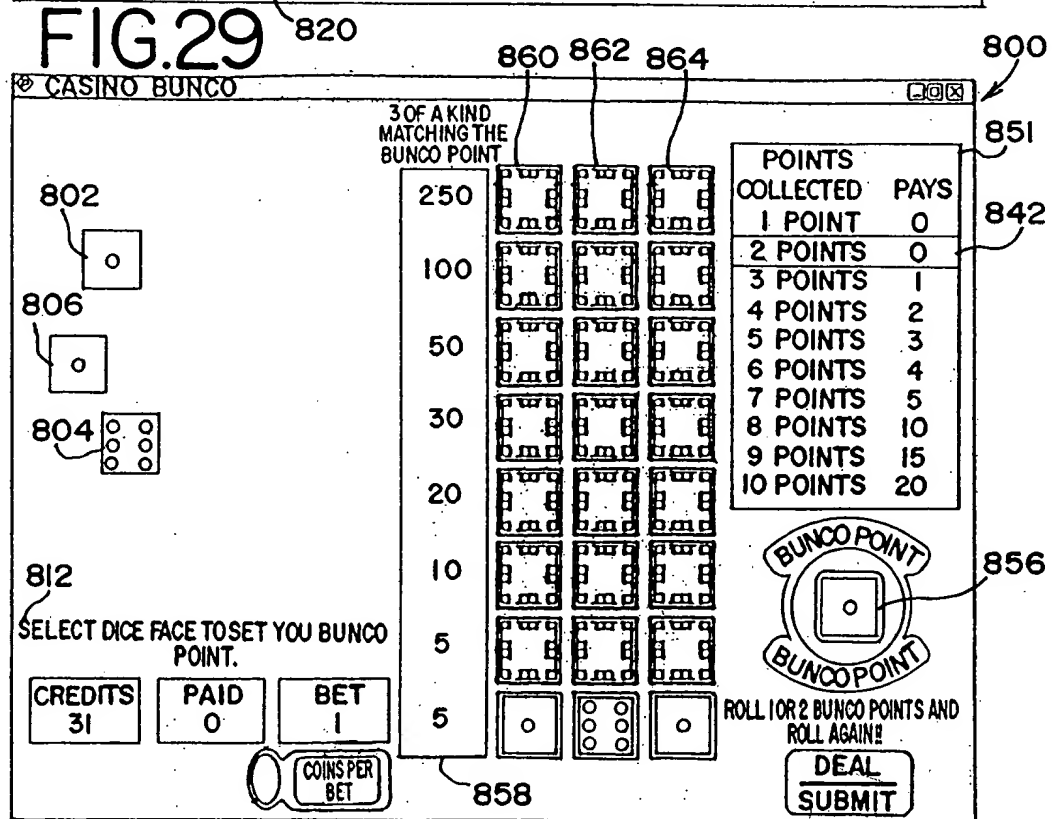
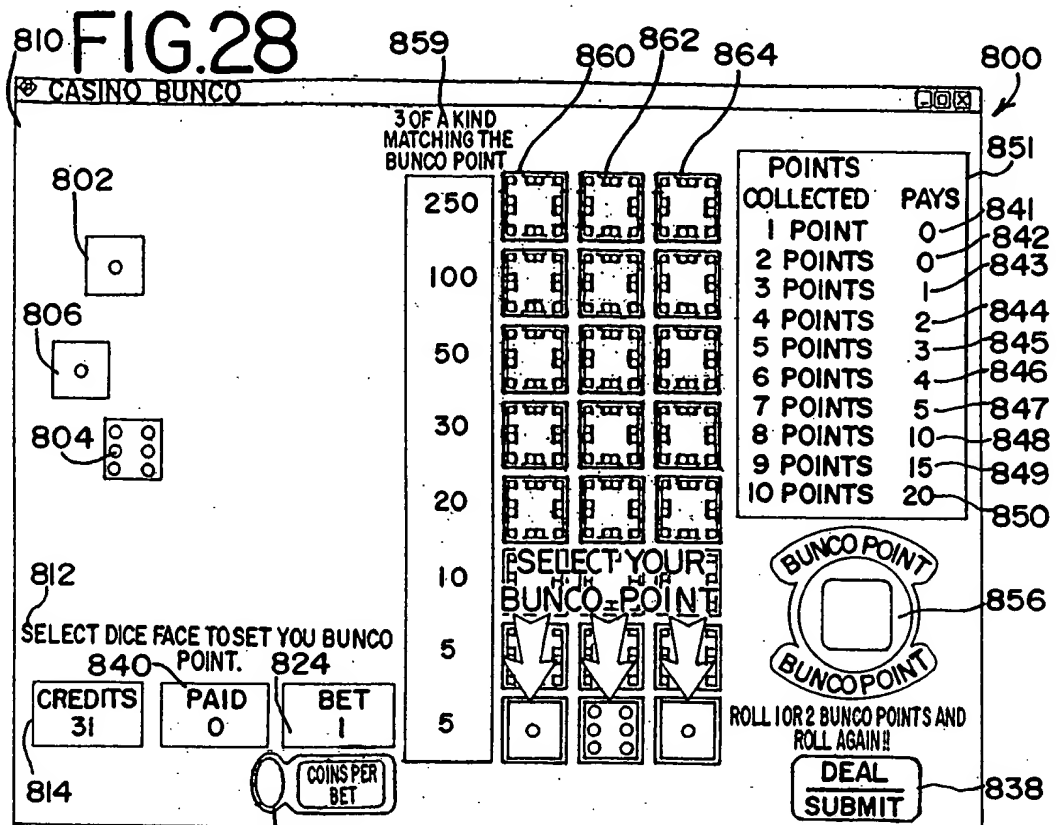


Figure 27



860 862 864

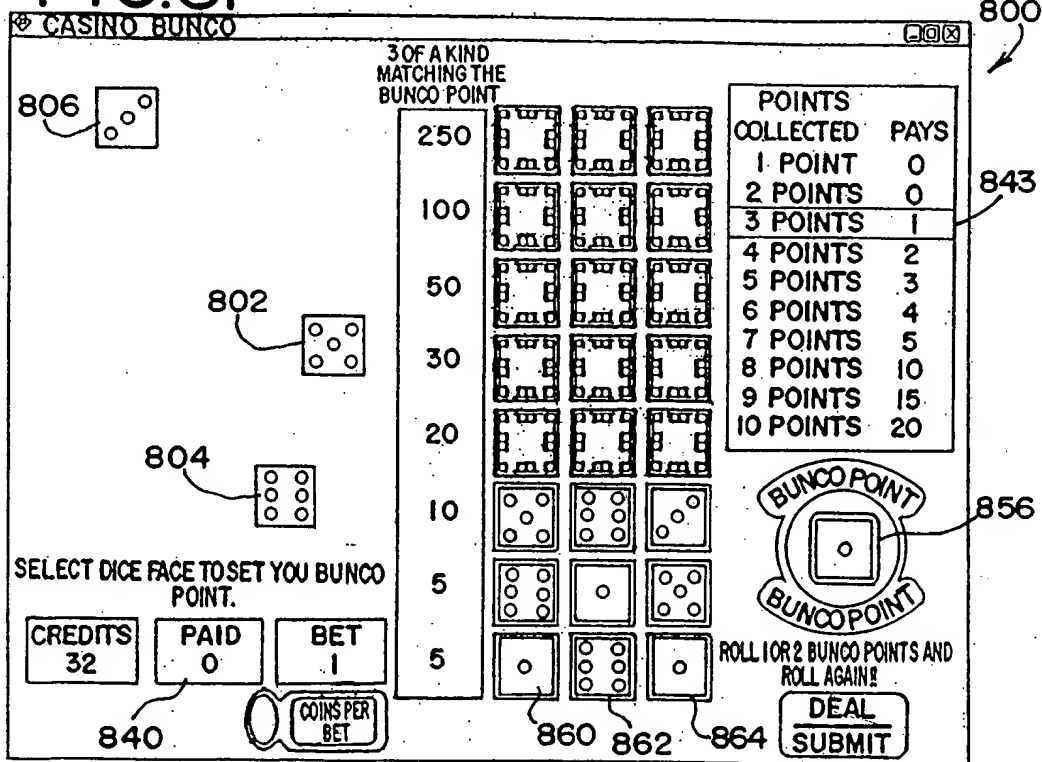




FIG.32

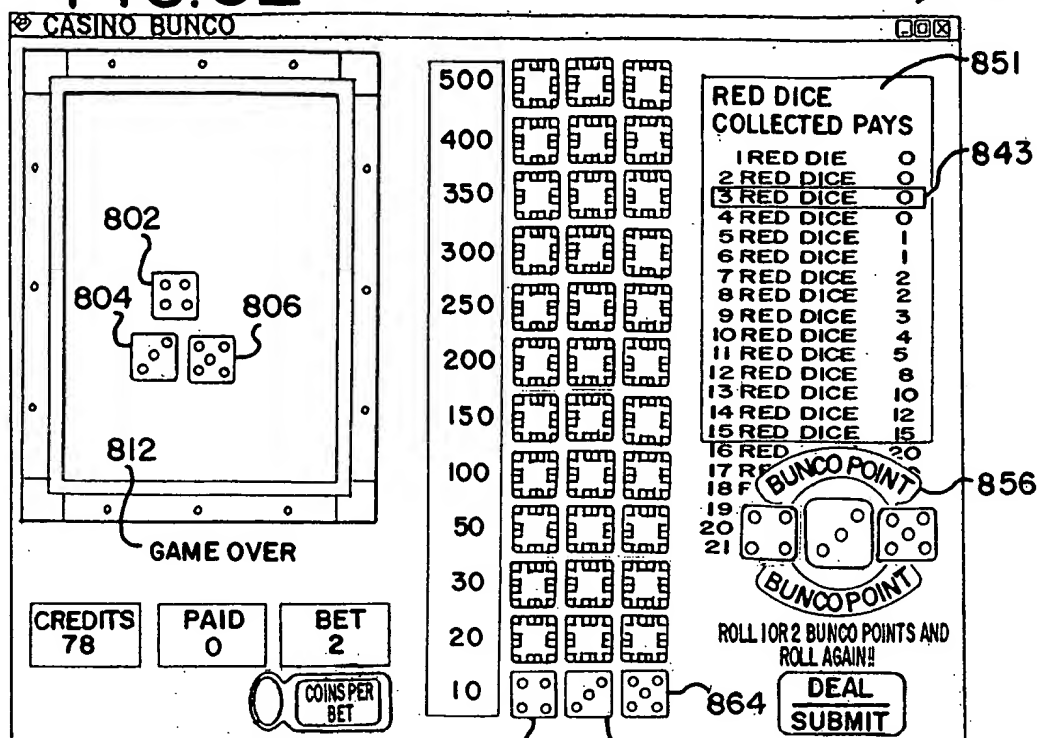


FIG.33

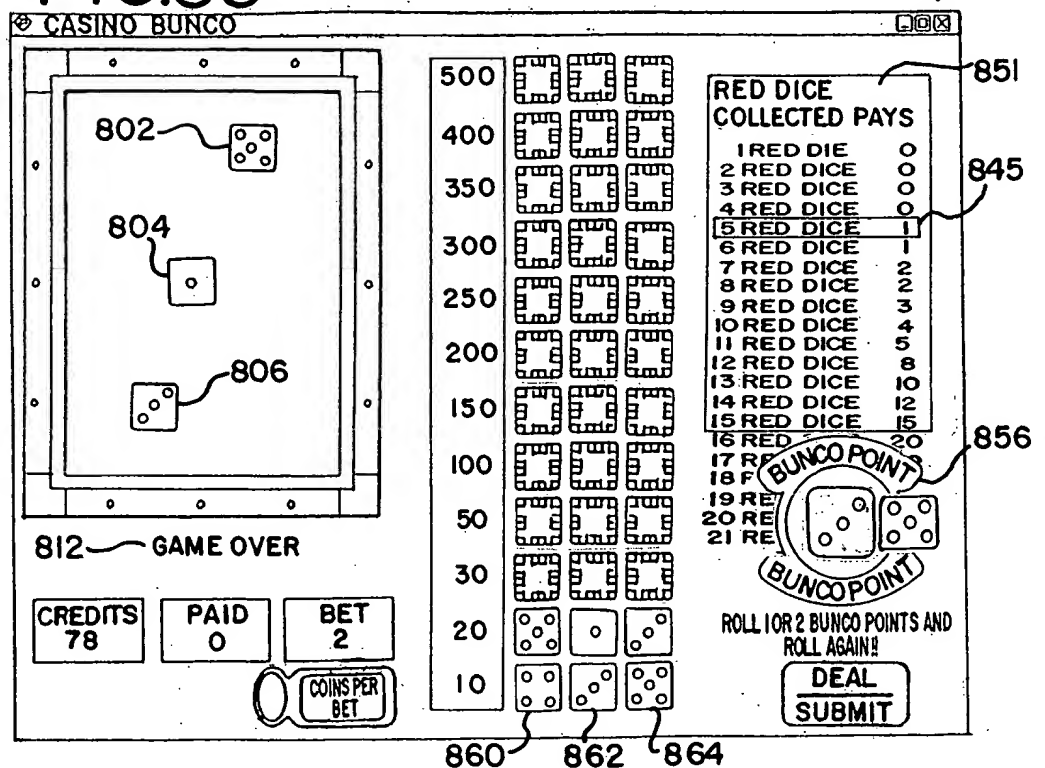






FIG.34

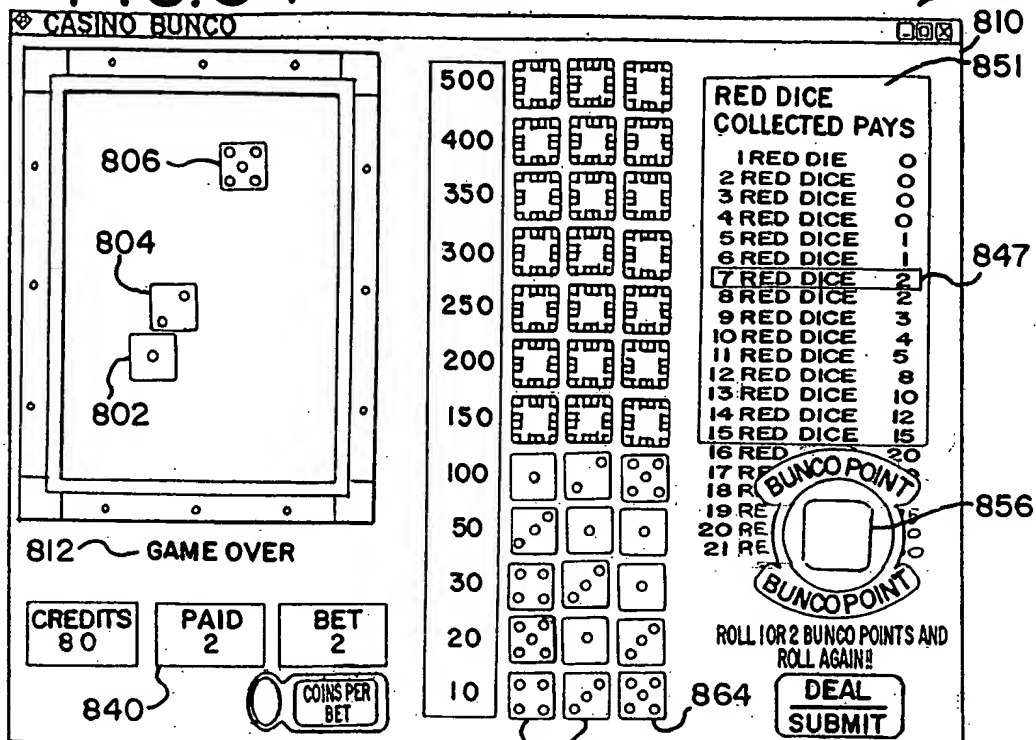


FIG.35

